Magic The Gathering®

Planeshift™

"Scout" Deck

Are You a New Player?

If you're a first-time **Magic**® player, visit www.playmagic.com or pick up the starter-level **Magic: The Gathering**® game box. Look for this symbol:

"Gating" Creatures

The *Planeshift*™ set features a new spin on returning cards to your hand. When a "gating" creature comes into play, you have to return to its owner's hand a creature you control that shares a color with the gating creature. For example, Horned Kavu is a 3/4 creature for only , but its ability reads, "When Horned Kavu comes into play, return a red or green creature you control to its owner's hand."

What happens if you don't control any red or green creatures when Horned Kavu comes into play? That's unlikely, because the Kavu itself is red and green. So if you don't have the right kind of creature to return to your hand, you must return the Horned Kavu.

"Dragon Lairs"

The "dragon lairs" are five *Planeshift* lands that can each produce three different colors of mana. When you play one, you have to return a land you control to its owner's hand. They're similar to gating creatures, but you can't use the comes-into-play ability to return a Lair to your hand.

Double-Kicker Cards

The Battlemages in *Planeshift* have two kicker costs. These cards allow you to pay one, both, or neither of their kicker costs. They follow all the same rules as cards with just one kicker cost: you can pay each kicker cost only once and only when you play the spell. Remember that kicker costs aren't considered part of a card's mana cost.

"Dragon Charms"

Those of you who've been playing **Magic** for a while might remember the *Visions*™ charms. The "dragon charms" work the same way. The "Choose one —" phrase on these spells tells you they're modal. You choose one of the three modes when you play the spell. Once the mode for a modal spell is set, it can't be changed.

"Planeswalker Enchantments"

The *Planeshift* set has five enchantments—one in each color—that have cool effects. Each one lets you look at a random card in an opponent's hand, then gives you an effect based on that card's converted mana cost (except the blue one, which allows you to play the card for free if it's an instant or sorcery).

Familiars

Each color in the *Planeshift* set has a Familiar—a creature that reduces the cost of allied colors' spells. For example, the white creature Sunscape Familiar reads, "Green spells and blue spells you play cost 1 less to play." Note that if you control a Sunscape Familiar and play a spell with both green and blue mana in its cost, you only pay 1 less, not 2 less.

Planeshift Story

The Phyrexian invasion continues. The artificial plane of Rath has begun to lay over the plane of Dominaria like a skin, endangering the entire globe. Dominaria's defenders have chosen a few key locations to make their stand. If these crucial battles are lost, they have no hope of stopping Yawgmoth's agenda of utter conquest.

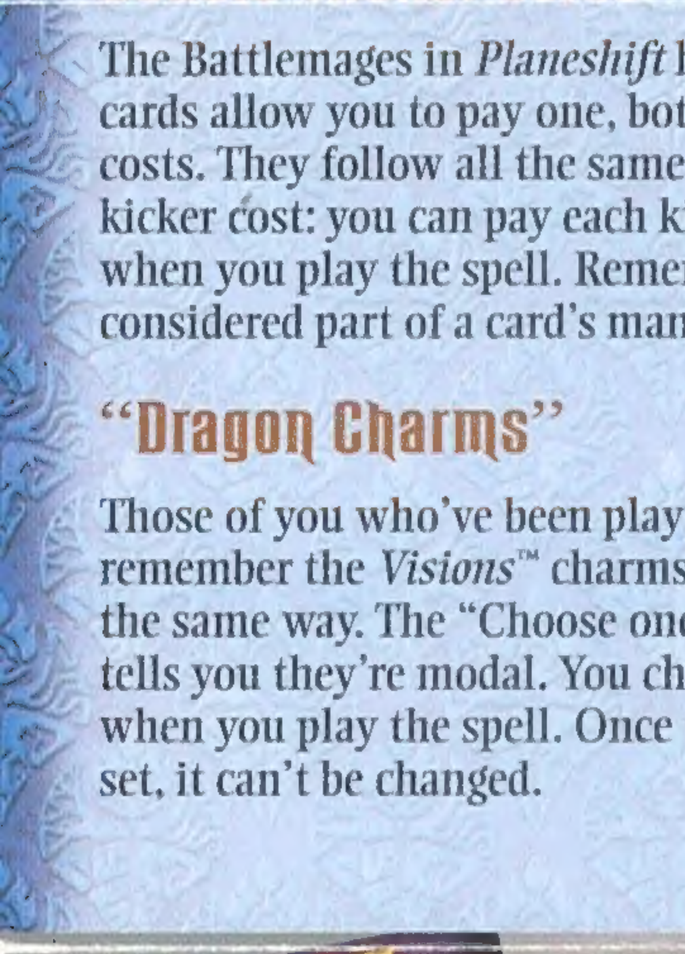
After his Skyshroud homeland appears in Keld, Eladamri is reunited with his people. Keldon berserkers announce that The Twilight, the prophesied all-out war that will determine the fate of the world, is underway. As the elves and Keldons defend the sacred Necropolis from encroaching Phyrexian troops, Keldon prophecies of doom and destruction prove terrifyingly true.

Evincar Crovax returns home when the Rathi Stronghold appears in Urborg. Metathran troops and Urborg zombies battle Phyrexian monstrosities below while Gerrard and the crew of the *Weatherlight* make war in the sky.

Meanwhile, Urza and his eight planeswalker allies coordinate an assault on Phyrexia itself. As the planeswalkers' incredible power is pitted against Yawgmoth's deadly world, the distance between victory and defeat is too small to be measured. Dominaria's fate hangs in the balance.

The invasion has demanded that wizards become adept with many tools. Battlemages who have limited skill with three of the five colors of mana can become magically enhanced warriors of the highest caliber, capable of devastating effects. If Dominaria is to survive, its best hope lies in its denizens' ability to find new ways to fight. The Battlemages are living proof that adaptation is possible.

Illus. Matt Cavotta



The war for DOMINARIA rages on.

Wizards of the Coast® MAGIC The Gathering®

All trademarks, including character names and their distinctive likenesses, are property of Wizards of the Coast, Inc. ©2001 Wizards. Illustration by Brom.

"Scout"

Deck Contents

Number	Card	Mana Cost	Rarity
Lands (22)			
2	Mountain*	—	—
11	Forest*	—	—
3	Plains*	—	—
1	Elfhame Palace*	—	U
1	Geothermal Crevice*	—	C
1	Irrigation Ditch*	—	C
2	Rith's Grove	—	U
1	Shivan Oasis*	—	U
Creatures (26)			
1	Slingshot Goblin	2	C
2	Thunderscape Battlemage	2	U
1	Viashino Grappler*	2	C
1	Ancient Kavu*	3	C
1	Thornscape Apprentice*		C
1	Nomadic Elf*	1	C
1	Quirion Elves*	1	C
2	Quirion Explorer	1	C
1	Thornscape Familiar	1	C
1	Amphibious Kavu	2	C
2	Thornscape Battlemage	2	U
1	Mirrorwood Treefolk	3	U
3	Stone Kavu	4	C
2	Sunscape Battlemage	2	U
1	Aurora Griffin	3	C
1	Rampant Elephant*	3	C
1	Horned Kavu		C
1	Fleetfoot Panther	1	U
1	Steel Leaf Paladin	4	C
1	Radiant Kavu		R
Other (12)			
1	Singe		C
1	Zap*	2	C
1	Magma Burst	3	C
2	Fertile Ground*	1	C
1	Harrow*	2	C
1	Pollen Remedy		C
1	Eladamri's Call		R
2	Gerrard's Command		C
1	Armadillo Cloak*	1	C
1	Rith's Charm		U

*From the *Invasion*™ expansion

Playing the Deck

"Scout" is a creature deck packed with surprises. It's not the fastest deck you'll ever play, but once you set up, you'll be hard to beat. "Scout" includes six Battlemages—when you pay their kicker costs, they become utility spells and creatures wrapped into one. Since the deck has so many versatile spells, you'll usually have the answers to problems your opponents try to make for you.

The "Scout" deck is primarily green to take advantage of the best mana-fixing cards. Red provides a touch of creature removal, and white tricks can really surprise your opponent. Running three colors allows "Scout" to include some really powerful multicolored spells, including Fleetfoot Panther and Rith's Charm.

Your top priority should be to have access to your three colors. After your mana is in place, you'll have lots of decisions to make. Should you play your Battlemages right away so you can apply some beatdown, or should you wait so you can pay their kicker costs? The answer depends on the game situation. If you're getting hammered by enemy creatures, you might need to play your Battlemages just to survive. In top in combat, then use the red spells to turn the tables. Pollen Remedy and Gerrard's Command can also radically change the outcome of combat.

Questions?

Contact the office nearest you.

U.S., Canada, Asia Pacific, and Latin America
Wizards of the Coast, Inc.
attn: Magic Questions
P.O. Box 707
Renton WA 98057-0707
U.S.A.
Tel: 1-800-324-6496 (within the U.S.)
1-206-624-0933 (outside the U.S.)
Fax: 1-425-204-5818
Email: questions@wizards.com
(for rules questions)
custserv@wizards.com
(for all other concerns)

U.K., Eire, and South Africa
Wizards of the Coast, U.K. Ltd.
attn: Magic Questions
P.O. Box 61
Maidenhead
Berkshire SL6 1FX
ENGLAND
Tel: 0345-12-55-99
(within the U.K.)
+44-1628-780-530
(from the Republic of Ireland and other countries)
Fax: +44-1628-780-602
Email: uk@wizards.com

European Headquarters
Wizards of the Coast, Belgium
attn: Magic Questions
PB 2031
2600 Berchem
BELGIUM
Tel: +32.70.233.277
Fax: +32.70.233.288
Email: custserv@wizards.be

France
Wizards of the Coast, France
attn: Magic Questions
BP 103
94222 Charenton Cedex
FRANCE
Tel: 01.43.96.35.65
Fax: 01.43.96.52.53
Email: custserv-fr@wizards.com

Italy
Wizards of the Coast, Italia srl
attn: Magic Questions
Via G.Stephenson 43/a
20157 Milano
ITALIA
Tel: +39.02.39005006
Fax: +39.02.39005009
Email: wotcit@tin.it

Check out our website!
www.wizards.com

Credits

Original Magic Game Design: Richard Garfield
Game Design: Mike Elliott (lead), Bill Rose, Mark Rosewater, and Henry Stern
Game Development: William Jockusch (lead), Randy Buehler, Henry Stern, Brian Tinsman, and Teeuwynn Woodruff, with contributions from Brady Dommermuth and Beth Moursund
Editing: Bill "Quill" McQuillan and Del Laugel
Magic Lead Design: Bill Rose
Playtesting: Mons Johnson (coordinator); NYC Hardcore, Crash Test Wizards, Fallen Angeles, and Team Circle

Card Naming and Flavor Text: Jess Lebow, Daneen McDermott, Scott McGough, Bill "Quill" McQuillan, and Randy Buehler, with contributions from many talented others
Story and World Development: Brom, J. Robert King, Dana Knutson, Jess Lebow, Daneen McDermott, Scott McGough, rk post, Brian Snoddy, Ron Spears, and Mark Tedin
Art Direction: Dana Knutson and Ron Spears
Graphic Design: Daniel Gelon and Jason Starling
Original Magic Graphic Design: Jesper Myrfors, Lisa Stevens, and Christopher Rush

Brand Management: Tyler Bielman, Joe Hauck, Kyle Murray, Randy Brühl, and Nathan Sherman
Product Management: Bryan Kinsella
Production Management: Rainl Healy
Marketing Management: Casey Keniger

Thanks to all of our project team members and the many others too numerous to mention who have contributed to this product.
Special thanks to Peter Adkison for recognizing good ideas while having them himself, and for recognizing good people while being one himself.

All trademarks, including character names and their distinctive likenesses, the mana and tap symbols (✱ ● ● ● ● ⟳), and the pentagon of colors, are property of Wizards of the Coast, Inc. ©1993–2001 Wizards. U.S.A. patent 5662332. Foreign patent pending.

She's back.
MAGIC The Gathering®
Wizards of the Coast®
All trademarks, including character names and their distinctive likenesses, are property of Wizards of the Coast, Inc. ©2001 Wizards.
Illustration by Mark Zug.
Seventh Edition
7
April 2001